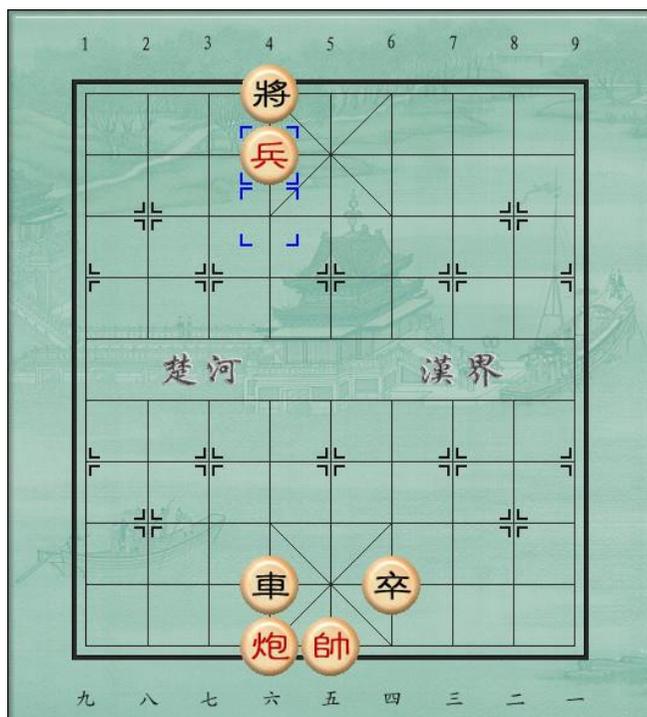


Example of a Checkmate Position

The following position arises after advancing Red's Pawn one step towards Black's King



Explanation:

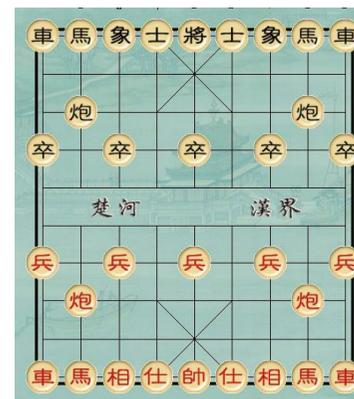
- Black's King is attacked by Red's Pawn (check)
- Black's King cannot escape horizontally because Red's King controls the central file and two Kings may not face each other in the same file. Furthermore, Kings may not leave the Palace!
- Black's King cannot capture Red's Pawn because it is protected by Red's Cannon using Black's Rook as gun mount
- Black's Rook cannot capture Red's Pawn because then only one piece would be in the file between Cannon and King i.e. Black's Rook would be the gun mount and Black's King is under check by the Cannon

⇒ Checkmate

- Further information on Xiangqi at the homepage of the World Xiangqi Federation: www.wxf.org
- In Russian on Wikipedia: <http://ru.wikipedia.org/wiki/Сянци>
- Russian Xiangqi Federation: www.xiangqi-ru.com
- Acknowledgement : Chinese Xiangqi Association, Deutscher Xiangqi-Bund, Rudolf Reinders

Xiangqi is a traditional board game with many similarities to the international chess. Liubo, a kind of predecessor dates back more than 2000 years and the board and pieces used nowadays existed already at the end of the Song Dynasty at about 1200.

The Board (opening position)



The outer columns represent simplified Chinese characters

將
士
象
馬
車
炮
卒



The Pieces

King
Генерал
Advisor
Советник
Elephant
Слон
Horse
Конь
Rook
Колесница
Cannon
Пушка
Pawn
Воин



Underlined characters are used in international game notation!

The basic Rules

- The Board:*
1. the board is set up by 8x8 squares, however, the pieces are positioned on the lines
 2. the board is horizontally separated by a "River"
 3. on both sides is an area of 2x2 squares marked with a diagonal cross, the "Palace"

The aim of the game: Set the King of the opponent checkmate or stalemate

King: The King can move only one step in either horizontal or vertical line. He cannot move outside the Palace. As in international chess he is not permitted to step on a position which is under impact of an opponent's piece. The Kings may not face each other in the same file! Therefore, a King might exert a similar long range power as a Rook.

Rook: The Rook moves –as in international chess- along horizontal or vertical lines as long as the path is not occupied by a piece; if the blocking piece belongs to the opponent it might be captured, whereas the own piece cannot be removed.

Cannon: The Cannon moves similar as the Rook on horizontal and vertical lines. However, the Cannon cannot capture an opponent's piece blocking the end of a path. A Cannon can only protect, attack or capture a piece by means of a gun mount piece, i.e. between the aimed piece and the Cannon has to be one and only one piece of any color.

Horse: The Horse moves similar to the international chess, i.e. first part of the move is in horizontal or vertical direction one field followed by a move in diagonal direction. In contrary to international chess the Horse can be blocked, if the neighboring field of the Horse is blocked by a piece (it may not jump over it!)

Elephant: The Elephant moves only in diagonal direction for two fields. If the intermediate field is occupied by a piece the move of the Elephant is not possible. The Elephant may not cross the river! By this restriction an Elephant has only 7 different possible positions on the board.

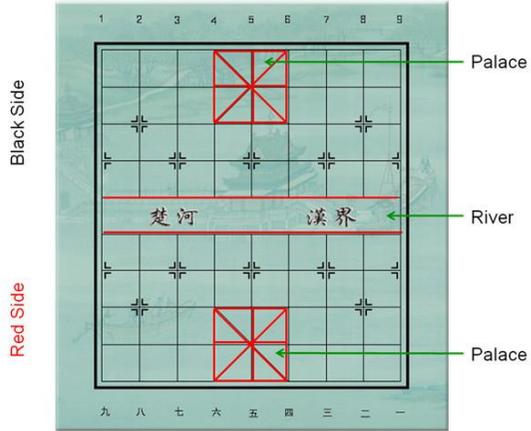
Advisor: The Advisor moves only one step in diagonal direction and may not leave the Palace.

Pawn: The Pawns move only in vertical direction before crossing the river. After crossing the river they may move one step forward in vertical direction or one step to the left or right. (After reaching the last row of the board they are not promoted to another piece as in international chess!)

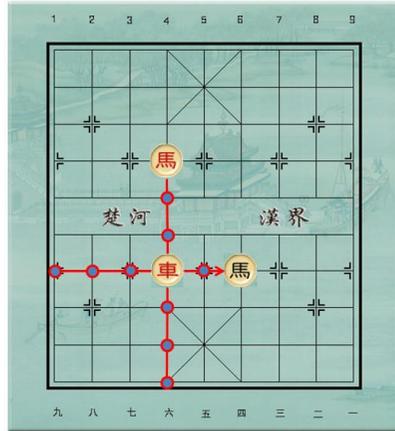
Perpetual Check and Perpetual Chase of pieces are not allowed; a violation is ruled as loss of the game.

Illustrations of Board and Moves

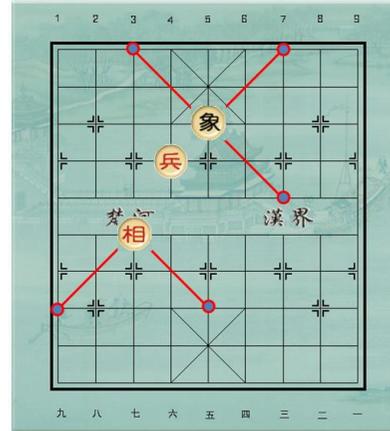
Structure of the board



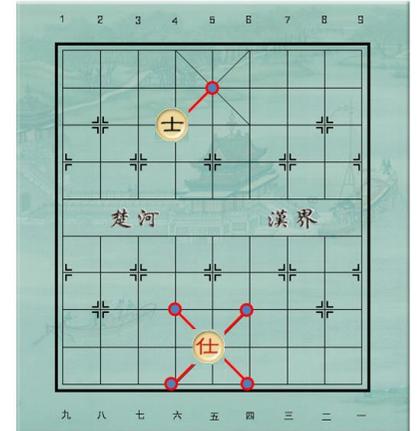
Moves of the Rook



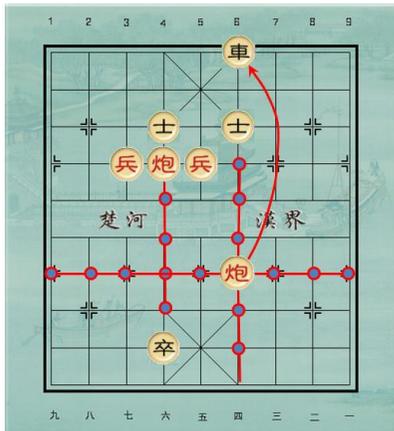
Moves of the Elephant



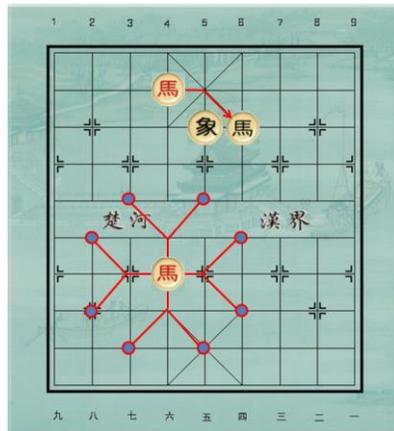
Moves of the Advisor



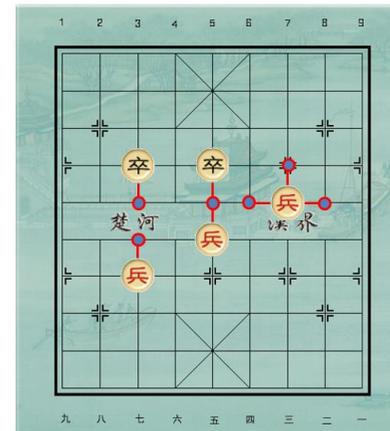
Moves of the Cannon



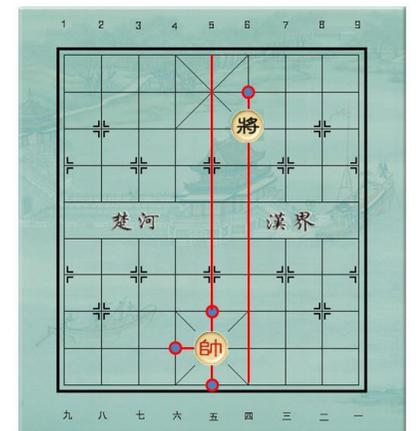
Moves of the Horse



Moves of the Pawn



Moves of the King



 Possible target positions